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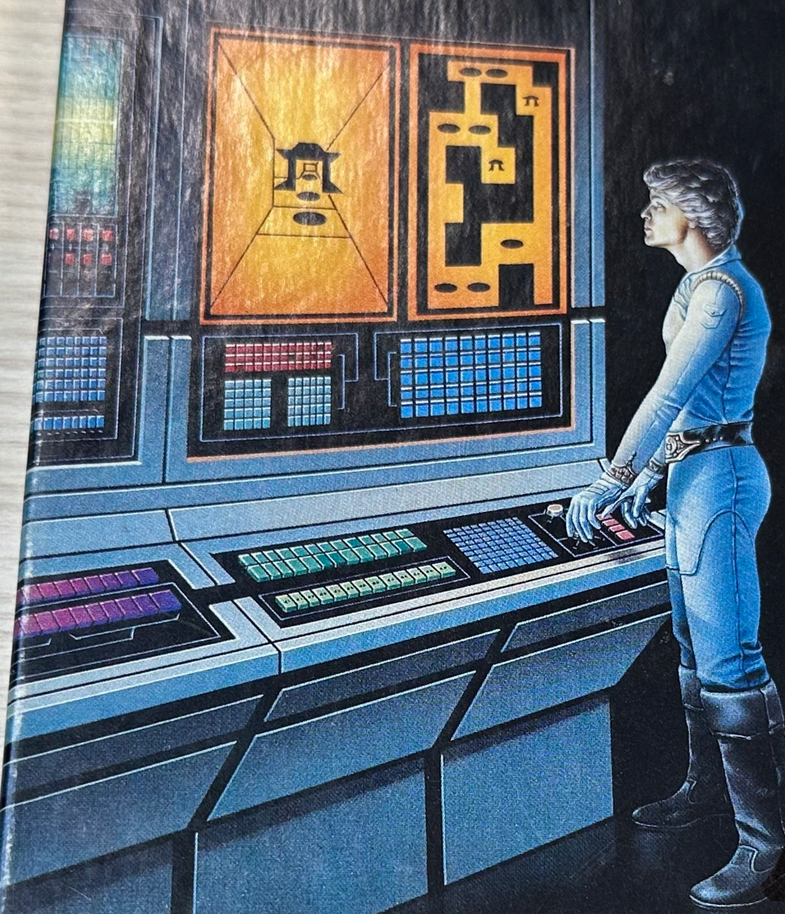

You're marooned between the stars, and the deadly Questers are swarming through the space ports to destroy you. Think fast, act faster if you hope to survive!

Only Spectre brings you fantastic 3-D maze action . . . and a special enemy locator-screen.

SPECTRE

Questers!—
the most vicious life
form in the universe. And
you're their target! You must
act now! Get those space ports
closed before they can enter
your disabled space station. Get
energized so you can destroy
them, and use the Teleportation
chamber as your secret "weapon".
If the Questers reach the higher
decks they become faster and
smarter—so your quest for victory
becomes harder! Master the
amazing 3-D Mazes—sharpen
your strategy and maybe, just
maybe you'll be the one
to beat the Questers!

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ESCAPE

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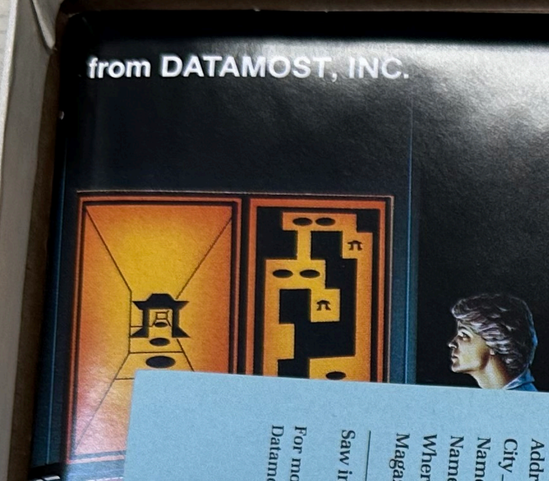

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By BOB FLANAGAN and SCOTT MILLER

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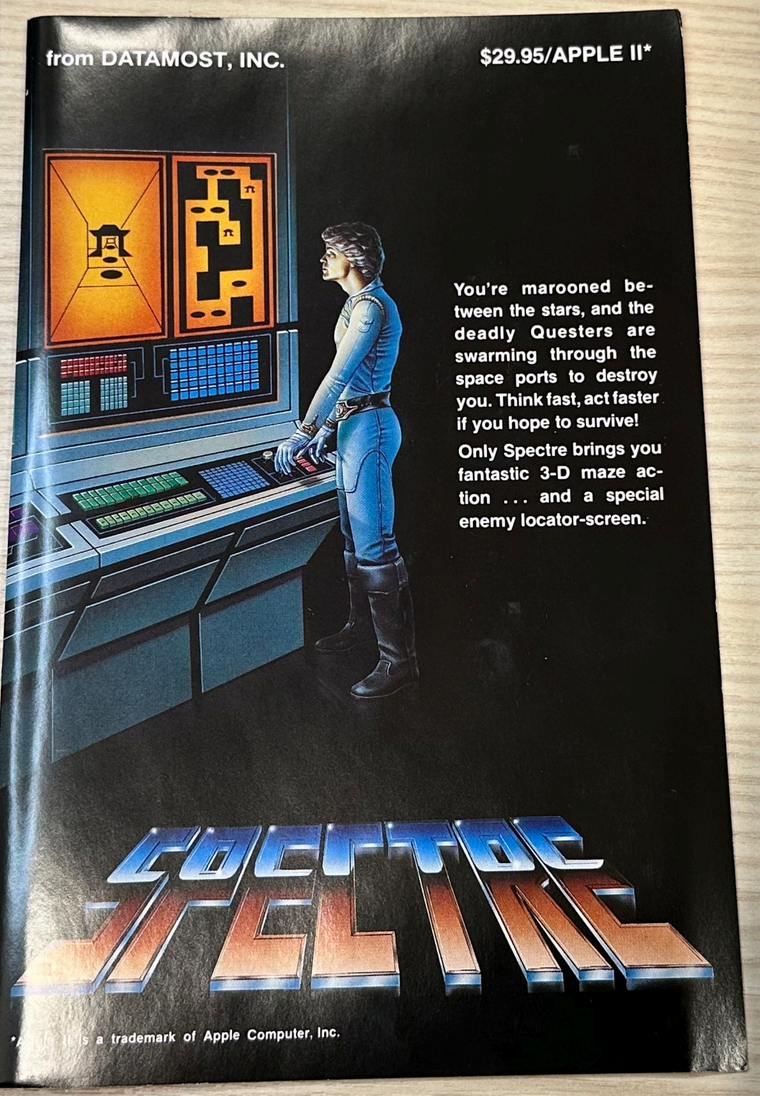
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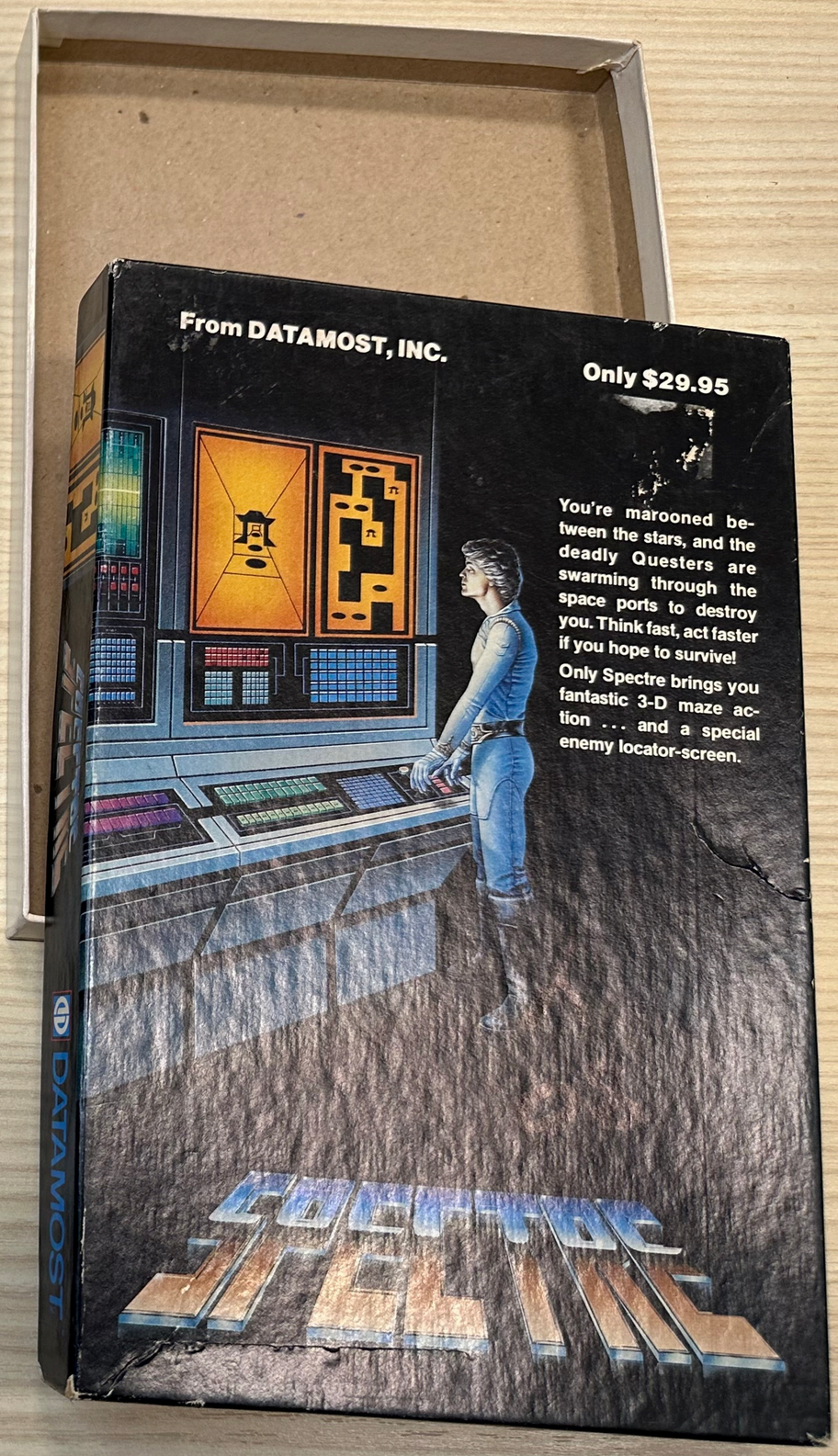
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SPECTRE

by Bob Flanagan and Scott Miller

You're marooned in the vastness of space, light years from the nearest planet. Your disabled space station is well stocked with supplies so you could comfortably survive until rescue arrives. But, fate takes a hand . . . and a roving swarm of alien Questers have discovered you. They're known as the most vicious life form in the universe. They have no mercy, no morals—they seem to exist only for sheer destruction.

You know their intentions. You have no choice but to act. As fast as you can you must close the space ports on each deck to keep them out. That means following the maze-like corridors throughout the vast station . . . entering areas even you have never explored before. Remember, use the Teleportation chamber to jump to safety, or to reach the higher decks . . . because the Questers get faster and smarter the longer they fight. Remember to check your secret "weapon", the special locator-screen which pinpoints the Quester's locations for you. And remember to get energized so you'll be able to eliminate them . . . and perhaps survive.

Playing Notes

After inserting the disk and starting up, select NOVICE or ADVANCED play. In NOVICE play the locator-screen will show the maze walls, the position of the Teleportation Chamber, the position of the Space Ports, and also that of the Questers. The maze walls disappear 5 seconds into play. By refering to this locator-screen you'll be able to travel through the 3-D mazes with greater confidence and success. In ADVANCED play, the same information is available, but the Questers are not visible, and both the walls and Space Ports disappear 5 seconds into play.

SPECTRE is for KEYBOARD, JOYSTICK, or JOYPORT. While you are limited to 3 "lives" per game, there are unlimited decks (or levels), and they become increasingly more difficult. The small locator-screen is at the right. The arrows at bottom left show where the Space Ports are relative to your position.

You close the Space Ports by going over them. When you've managed to close all the Ports on any deck, go to the Teleportation Chamber and you will advance to the next deck. In order to kill the enemy Questers, you must first pass over the energizing beam in the maze. Sounds indicate approaching Questers.

Specifics

Questers are the enemy and they can kill you. On the first 3 decks you will only meet 1 Quester at a time. On the next 3 decks 2 Questers roam at a time. Any deck above 6 contains 3 Questers at a time. As you eliminate them they are automatically replaced.

RETURN KEY. Pressing this key displays the Questers temporarily on the locator-screen. You are limited to using this key 3 times in the first 3 decks, 2 times in the next 3, and it is inoperative after deck 6.

TELEPORTATION CHAMBER. You may safely enter it at any time. If all the space ports are closed, you will be transported to the next deck. If not, the chamber will transport you to where you started. (This strategy can be useful to escape an enemy.)

ESC KEY	Pause or continue game.
ESC S	Toggles sound on/off.
ESC R	Restart game.
ESC P	Joyport play.
ESC J	Joystick play.
ESC K	Keyboard play.
ESC V	Toggles action definitions.

KEY	Action Keys	ESC V
→	Turn Right at next corner	⟶ RIGHT
←	Turn Left at next corner	⟶ LEFT
A	Move forward	⟶ UP
Z	Reverse directions or turn around	⟶ DOWN

Scoring

Space ports.	10 points.
Energizer.	50 points.
Questers.*	200 points for first Quester
	400 points for second Quester
	800 points for third Quester
	1600 points for fourth Quester

*You must be energized to get Quester points. When you are, if you take another energizer, then the Quester points begin at 200 again.

Though you're marooned and all alone we have great faith in your abilities and courage. Show the world (and your friends!) there's no question about your quickness and resourcefulness in the battle against the Questers!

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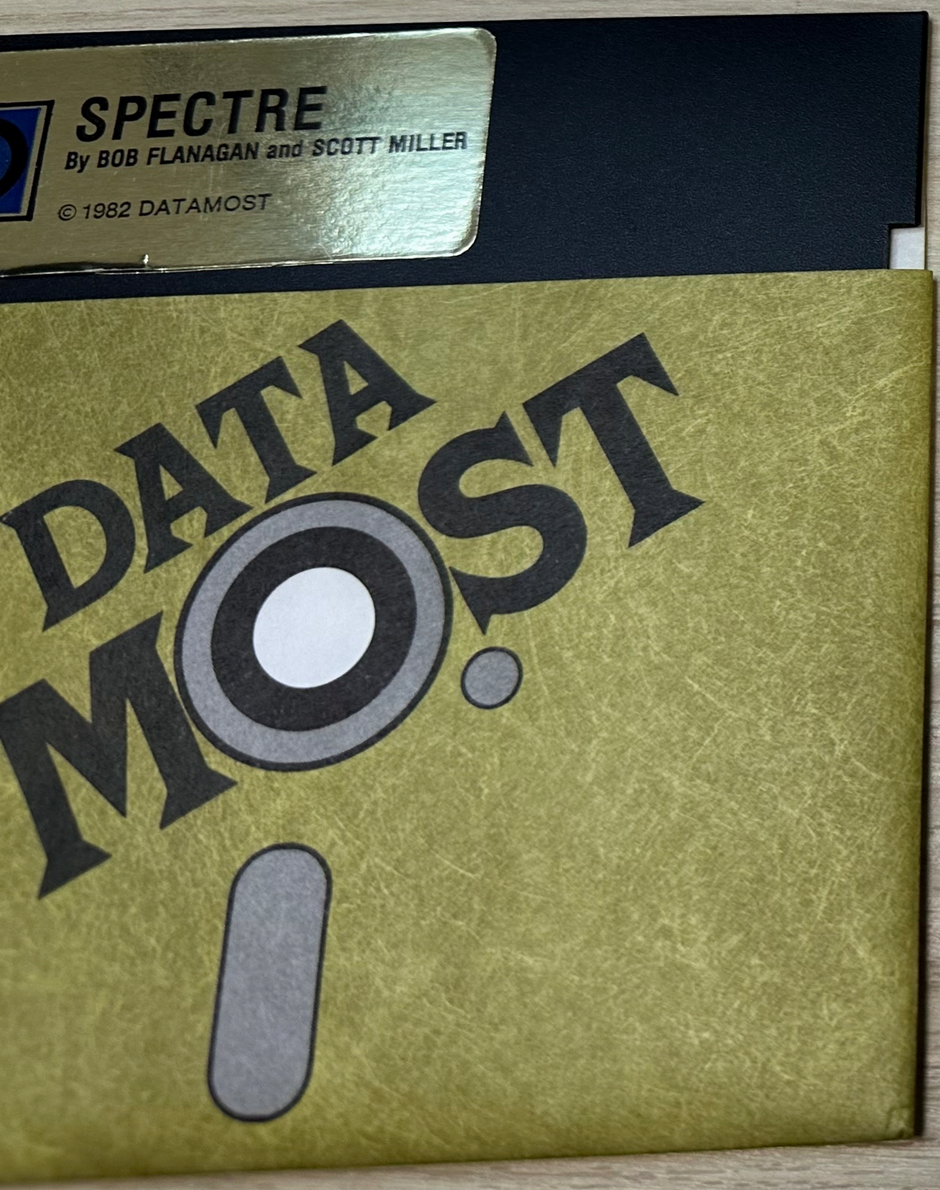

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